

# Everyman Minis Childhood Feats



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Everyman Minis Childhood Feats

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## ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

*EVERYMAN MINIS* combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

## Story Feats

Feats represent special tricks and edges that characters acquire through training, luck, or a quirk of birth. They grant abilities and benefits in certain situations. Feats often belong to one or more special categories that possess a number of rules that govern them. A feat’s types appear in parentheses after the feat’s name. The following types of feats appear in this section.

**Child Feats:** Child feats can only be selected by Child and Youth characters. Whenever a character with a Child feat reaches a new age category as a result of natural aging or gains a new class level, she may choose to learn a new feat in place of one child feat she knows, in effect losing the child feat in exchange for a new one. The feat that the character learns instead of the child feat is listed in the feat’s description, and she can only change one child feat at any given opportunity. Some child feats allow or require the character to immediately trade her feat when certain criteria are met; these are also noted in the feat’s description and don’t count against the total number of child feats that she can trade at a given level.

**Story Feats:** A story feat reflects a goal—often an all-consuming one—that shapes your life. Each story feat incorporates a trigger event, an immediate benefit, a goal, and a further benefit for achieving that goal. For more information on the special rules surrounding story feats, see the story feats section in Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*.



## New Feats

Any character who meets the prerequisites can select one of the following feats.

### Biggest Fan (Story)

You idolize another character and your adoration for that individual pushes you to achieve great things.

**Prerequisite:** Choose one character (a PC or an NPC). You idolize the chosen character as a personal hero. This character needn't be alive or even real—you can just as easily idolize a character from your favor book or a long-deceased ancestor as a person living today.

**Benefit:** With every action you take, you use your adoration to push yourself to accomplish great things to make the chosen character proud of you. Once per day, whenever you roll a natural 1 on an attack roll, a caster level check to dispel a spell or overcome spell resistance, or a skill check, you can reroll the roll or check. This does not stack with other effects that allow you to reroll an attack roll, caster level check, or skill check. You may only make one reroll.

**Goal:** Find a way to follow in the steps of your hero so that you live up to their legend or mythos, or earn the character's approval or respect. This goal requires you to perform a major act of commitment or service, as determined by the GM.

**Completion Benefit:** You swell with confidence. Add your Charisma bonus (if any) to the number of times per day that you can use the initial benefit of this feat. In addition, whenever you use this feat to reroll an attack roll, a caster level check, or a skill check, you gain a +2 bonus on the reroll.

**Special:** Should you lose faith in the chosen character for any reason, you lose the benefit of this feat and can either replace it with a new feat or find a new hero to idolize.

### Fresh Outlook (Child)

You have a fresh outlook on life, allowing you to notice things that most adults would miss.

**Prerequisite:** Perception and Sense Motive 1 rank.

**Benefit:** You gain a +2 bonus on saving throws to disbelieve illusions, on Sense Motive checks to sense enchantments, and on Perception checks to notice invisible creatures and objects.

**Maturation:** You may learn Discerning Eye<sup>ARG</sup>, Psychic Sensitivity<sup>OA</sup>, Signature Skill (Perception or Sense Motive only)<sup>PFL</sup>, or Skill Focus (Perception or Sense Motive) in place of this feat.

### Lost Family (Story)

You have been separated from your family and friends, and struggle to reunite them.

**Prerequisite:** You must have lost one or more members of your family, have one Adopted background or have the Adopted or Orphaned trait (see *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*). Maybe you were kidnapped as a baby and grew up believing to be someone else; or maybe you believed your mother was dead in a fire when you were a toddler. When you learned the truth, you set off to search for your missing kin.

**Benefit:** Your determination to be reunited with your loved ones drives you to overcome obstacles. You gain a +1 bonus to your CMD and on Acrobatics, Climb, Escape Artist, Fly, Ride, and Swim checks.

**Goal:** Reunite permanently with your lost family, or find a way to avenge them if it's too late to be together again.

**Completion Benefit:** Gaining closure either in the form of finding your missing loved ones or learning of their feat reinforces your confidence and self-esteem. You gain a +1 bonus on Charisma checks, Charisma-based skill checks, and on Will saving throws.

**Special:** You lose this benefit if you are ever separated from your family or loved ones again. Separation (including death) does not cause you to lose this benefit once you have attained it, but you may be allowed (or required) to trade the feat for one representing feelings of sorrow or a need for vengeance, provided you have the GM's approval.

### Sore Loser (Child, Panache)

You don't take failure well, and try harder to succeed.

**Prerequisites:** Amateur Swashbuckler<sup>ARG</sup> feat or panache class feature.

**Benefit:** Whenever you roll an ability check, attack roll, saving throw, or skill check and fail, you can spend 1 panache point to reroll your ability check, attack roll, saving throw, or skill check with a –2 penalty. If your reroll still fails, you can continue to spend panache points to reroll the roll until you either stop spending panache or succeed on the roll or check. Each time you reroll the roll or check, the penalty increases by –2 (–4 for the second reroll, –6 for the third, and so on).

**Maturation:** You may choose any panache feat in place of this feat. If you have levels in swashbuckler, you may instead replace this feat with a dare (see the swashbuckler section in Chapter 2 of *PATHFINDER ROLEPLAYING GAME: ADVANCED CLASS GUIDE*).

### Voce Bianca (Child)

Your youth affords you a ringing, cherubic voice.

**Prerequisites:** Bardic performance or raging song class feature, Perform (sing) 3 ranks.

**Benefit:** Whenever you spend a free action to maintain a bardic performance or a raging song, you can spend 1 additional round of that ability as a standard action to direct a shrill note towards one opponent who can see and hear your performance. That opponent takes sonic damage equal to 1d6 + your bard level, and is deafened for 1 round. The foe can make a Fortitude save (DC 10 + 1/2 your bard level + your Charisma modifier) to reduce the damage by half and negate the deafened condition. This ability relies on audible and visual components. If you are a skald, you may substitute your skald level for your effective bard level when determining this feat's benefit.

**Maturation:** You may learn Discordant Voice or Intimidating Performance in place of this feat. You must learn a new feat in place of Voce Bianca when your age category reaches Youth or older; unlike other child feats, this exchange is not optional.

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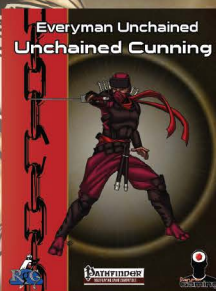
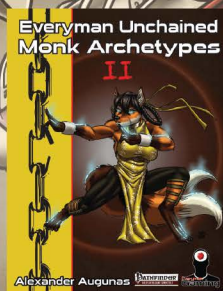
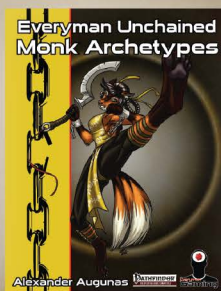
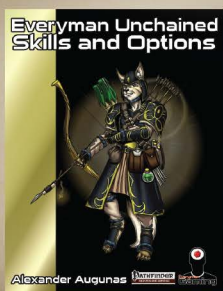
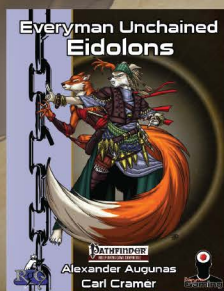
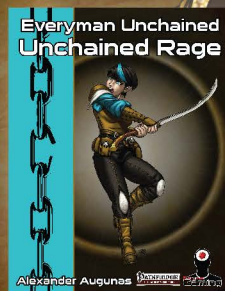
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